

LIST

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1 S=2;R=0;&(9)=-18;&(10)=177;CLEAR ;PRINT " MISSILE DEFENDER";INPUT " # OF PL
AYERS? (1-4)"N
2 FOR X=1TO N;@(X)=0;NEXT X;T=0;GOSUB 400
3 FOR R=1TO N;Y=33;T=0;BOX -70,-42,8,4,1;BOX -50,-42,8,4,1;BOX -30,-42,8,4,1;BO
X 30,-42,8,4,1;BOX 50,-42,8,4,1;BOX 70,-42,8,4,1
4 X=R;I=S;G=RND (144)-73;H=Y;L=S;J=RND (144)-73;K=Y
5 Z=S;W=S;Q=S;A=0;B=0;BOX 0,-3,160,75,2;BOX 0,-43,2,2,1;C=RND (144)-73;D=Y;E=RN
D (144)-73;F=Y;O=RND (144)-73;P=Y
6 CY=38;PRINT " PLAYER",#2,X,#6,@(X)
7 IF T=6GOTO 380
8 BOX G,H,1,1,1
9 H=H-I
10 IF H<-40;I=0
11 BOX J,K,1,1,L,1
12 K=K-L
13 IF K<-40;L=0
14 BOX C,D,1,Q,1
15 D=D-Q
16 IF D<-40;Q=0
17 BOX E,F,1,Z,1
18 F=F-Z
19 IF F<-40;Z=0
20 BOX O,P,1,W,1
21 P=P-W
22 IF P<-40;W=0
23 IF PX(G,H)-0GOTO 130
24 IF PX(C,D)-0GOTO 116
25 IF PX(E,F)-0GOTO 141
26 IF PX(O,P)-0GOTO 126
27 IF PX(J,K)-0GOTO 135
28 BOX A,B,1,5,1;BOX A,B,5,1,1
29 BOX A,B,5,5,2
30 A=A+JX(R)*70C8
31 B=B+JY(R)*70C8
36 IF Z=0IF W=0IF Q=0IF I=0IF L=0;GOTO 4
37 IF @(X)>100;S=3
38 IF @(X)>200;S=4;Y=31
39 IF @(X)>300;S=5;Y=32
40 IF @(X)>400;S=12;Y=28
41 IF @(X)>500;S=14
45 IF A>70A=70
46 IF A<-70A=-70
47 IF B<-30B=-30
48 IF B>29B=29
49 IF TR(R)=0GOTO 8
50 LINE 0,-38,0
55 U=A;V=B
56 NT=20;MU="A"
59 LINE U,V,3
60 NT=0
63 LINE 0,-38,0
65 LINE U,V,2
68 NT=-1
69 &(17)=78;&(18)=19;&(19)=32;&(21)=221;&(22)=126;&(23)=255
70 BOX A,B,4,2,3;BOX A,B,5,3,1
72 BOX A,B,3,10,3;BOX A,B,8,8,3;BOX A,B,12,6,3;BOX A,B,14,3,3
73 FC=30

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74 BOX A,B,4,12,1;BOX A,B,10,10,1;FC=120;BOX A,B,14,8,1;BOX A,B,16,4,1
75 FC=126
76 NT=-0
80 BOX A,B,16,16,2
81 IF Q=0GOTO 87
85 IF A>C-7IF A<C+7IF B>D-7IF B<D+7 Q=0;@(X)=@(X)+10
87 IF Z=0GOTO 89
88 IF A>E-7IF A<E+7IF B>F-7IF B<F+7 Z=0;@(X)=@(X)+10
89 IF W=0GOTO 94
90 IF A>O-7IF A<O+7IF B>P-7IF B<P+7 W=0;@(X)=@(X)+10
94 IF I=0GOTO 100
95 IF A>G-7IF A<G+7IF B>H-7IF B<H+7 I=0;@(X)=@(X)+10
100 IF L=0GOTO 115
101 IF A>J-7IF A<J+7IF B>K-7IF B<K+7 L=0;@(X)=@(X)+10
115 GOTO 6
116 BOX C,-42,16,5,2;T=T+1;GOTO 7
126 BOX O,-42,16,5,2;T=T+1;GOTO 7
130 BOX G,-42,16,5,2;T=T+1;GOTO 7
135 BOX J,-42,16,5,2;T=T+1;GOTO 7
141 BOX E,-42,16,5,2;T=T+1;GOTO 7
380 CY=0;CX=-30;PRINT "GAME OVER";FOR C=1TO 1000;NEXT C
390 S=2;NEXT R
400 CLEAR ;FOR X=1TO N;PRINT " PLAYER",*2,X,*6, @(X);NEXT X;IF R>NGOTO 500
405 FOR A=1TO 2000;NEXT A;CLEAR ;RETURN
500 CY=-10;PRINT " PULL TR(1) TO GO
501 IF TR(1)=0GOTO 501
502 RUN
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